

Abstract Of The Disclosure

A graphics system including a custom graphics and audio processor produces exciting 2D and 3D graphics and surround sound. The system includes a graphics and audio processor including a 3D graphics pipeline and an audio digital
5 signal processor. The graphics processor includes an embedded frame buffer for storing frame data prior to sending the frame data to an external location, such as main memory. A copy pipeline is provided which converts the data from one format to another format prior to writing the data to the external location. The conversion may be from one RGB color format to another RGB color format, from
10 one YUV format to another YUV format, from an RGB color format to a YUV color format, or from a YUV color format to an RGB color format. The formatted data is either transferred to a display buffer, for use by the video interface, or to a texture buffer, for use as a texture by the graphics pipeline in a subsequent rendering process.